

**COMPUTERIZED ASSIGNMENT/PROJECT SUBMISSION SYSTEM  
FOR F.S.K.T.M**

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## **ABSTRACT**

*A good system is needed to manage the submission of student assignment/project at the university. The manual system needs to be replaced with the computerized system to give more convenience to the student and the lecturer. When students hand over their assignment/project the operator will keep the records of the submission details. Emails will be sent to the students to verify their submission. The same goes for the marked and collected assignment/project. In addition, the lecturer will be informed to check the submission records of the students. By doing this, the assignment/project is always kept in safe condition after the submission. The proposed system also helps lecturer to keep track of their student submission. The lecturer can check the time of submission and enable the student to collect their assignment/project after being marked. This system will improve the management of student assignment/project at the university.*

## **ABSTRAK**

Sistem yang baik amat diperlukan dalam menguruskan penghantaran kertas tugas atau projek pelajar. System manual yang digunakan sebelum ini harus digantikan dalam usaha membantu dan memudahkan pelajar dan pensyarah. Apabila pelajar menghantar tugas atau projek mereka, operator akan menyimpan semua rekod penghantaran. E-mail akan dihantar kepada pelajar untuk mengesahkan penghantaran tugas atau projek mereka tersebut. Perkara yang sama juga berlaku untuk tugas atau projek yang telah disemak dan diambil oleh pelajar. Selain itu, pensyarah juga akan dimaklumkan tentang penghantaran tugas atau projek pelajar. Oleh yang demikian, penghantaran tugas atau projek pelajar adalah terjamin dan selamat. Sistem yang dicadangkan ini membantu pensyarah mengenalpasti tentang penghantaran tugas atau projek yang telah dibuat oleh pelajar. Pensyarah boleh mengetahui masa penghantaran tugas atau projek manakala pelajar boleh mengetahui bila tugas atau projek mereka dapat selesai disemak dan boleh diambil semula. Sistem ini akan meningkatkan lagi kecekapan pengurusan penghantaran tugas atau projek pelajar di universiti.

## **CHAPTER 1: AN OVERVIEW**

### **1.1 Introduction**

This project is about designing and developing a client-server system to computerize assignment/project submission process in FSKTM. This system allows student to submit their assignment or project to the submission point (S.H.O.P) and the system will record the information about the submitted assignment/project: student's name, student's ID, lecturer name, assignment's /project's number, assignment's/project's title, due date, and submission code. The collection of the assignment/project is passed to the lecturer for the marking process. After finished marking, the lecturer passed the marked assignment/project to the submission point. The operator at the submission point will key in the submission code into the system one more time. The system is able to connect to the email server of lecturers and students to alert them on the current status of the submission process.

This system is important to replace the manual system that is used at S.H.O.P FSKTM now. By developing this system, it is expected to overcome the problems of manual system that being used. The development of this system is needed because it provide a systematic method in managing the submission of student assignment's/project's. The deliverables are including client interface, client program, server interface, server program, and email alert program.

The aim of this system is to help the student and lecturer in submission their assignment/project processes. The student can ensure that their assignment/project is handed safely to the system and the lecturer at the same time knows that their

students hand over their assignment/project on time since there are records for every process.

## **1.2 Problem Statement**

The problems arises from the manual system used at the FSKTM S.H.O.P is that it has no record about the time of the student hand over their assignment/project. Due to this, some of the student might hand in their assignment/project later than the due time. Some of the assignments/projects are lost after the student hand in them to the S.H.O.P. It is hard to search for the lose assignments/projects because there is no record of who may responsible for taking it. The lecturer does not know whether all of his or her student has submits their assignment/project because there are lots of assignment/projects to be collected. The lecturer find out about which student does not submit their works only after he or she finishes marking the assignment. By this time it was too late to know what exactly happens. After the lecturer finish marking the assignment and return it back, some student does not get their assignment back because they could find it anymore since anyone can take it.

## **1.3 Objectives**

The main objective of this project is to create a paperless environment and automated system by developing a Computerized Assignment/Project Submission System for F.S.K.T.M. In addition to assist the student, it also reduces unnecessary workload of lecturers.

Other objectives of the project are as follows:

- i. To make sure the student submit their assignment on time and safely.
- ii. To help the lecturer know whether his or her student has submit their assignment on time as required and find out who does not submit their assignment.
- iii. To let the student know that the lecturers have received their assignment/project safely and when the lecturer finish marking it, they can collect it again.
- iv. To avoid the loss of assignment/project after the lecturer finish marking it, only the student can take his or her own assignment/project.

#### **1.4 Scope of Project**

The scope for the computerized assignment/project submission system is at the FSKTM S.H.O.P. The students hand in their assignment/project to the S.H.O.P before the due time. The operator at the S.H.O.P will collect the assignment/project. The operator will pass all of the assignments/projects to the lecturers to be marked. After the lecturers finish marking them, they passed the assignments/projects back to the operator at the S.H.O.P. The collection of the assignments/projects will be kept at the S.H.O.P. The student can collect their assignment/project from the operator at the S.H.O.P.

#### **1.5 Expected Outcome**

The computerized assignment/project submission system will provide the following procedures to replace the manual system.

- i. The system will record the information about the submitted assignment/project: student's name, student's ID, lecturer name, assignment's /project's number, assignment's/project's title, due date, and submission code.
- ii. Email will be sent to verify that the lecturer have received the student assignment/project.
- iii. The collection of assignment/project is passed to the lecturer for the marking process. The system alerts the lecturer by an email sent automatically stating the submission status.
- iv. After the lecturer finished marking, the operator will key in the submission code one more time into the system.
- v. An email will be sent to tell the student that their assignment has been finished mark by the lecturer and they can collect them at the S.H.O.P.
- vi. The system will keep the record after the students have collected their assignment/project.

## **1.6 Projects Significance**

The computerized assignment/project submission system has lot of benefits for the student and the lecturer. A good system is needed to manage the submission of



student assignment/project. The manual system needs to be replaced with the computerized system to give more convenience to the student and the lecturer.

By implementing this system, it helps the student to overcome the problem of losing their assignment after they already submit it. And also to make sure the student can collect their assignment after the lecturer has finished marking it. The student has to be punctual to hand over their assignment/project or else they will have a record of late of submission. This is important to encourage the student to be punctual all the time. This system helps the lecturer to make sure that the students have already submitted their assignment on time. This system also detects which students do not hand in their assignment/project yet. Since the lecturer has to handle lots of student's assignment, this system helps saving the lecturer's time.

## **1.7 Outline of Project Report**

This report is divided into 7 chapters:

- i. Chapter 1: An overview of the proposed system. Explain the general description of the proposed system
- ii. Chapter 2: The existing system that has similarity with the proposed system and the comparison among them.
- iii. Chapter 3: Contain the methodology that will be used to develop the system.
- iv. Chapter 4: Explanation of how the proposed system is designed.
- v. Chapter 5: Implementation of the proposed system in FSKTM.
- vi. Chapter 6: Testing and evaluate the proposed system.
- vii. Chapter 7: Conclusion of the proposed system and further extension that can be made on the system.

## **CHAPTER 2: LITERATURE REVIEW**

### **2.1 Introduction**

There are many system can be developed in order to manage the student records. Some of the institutional still used the manual system of managing records. However, computerized system can be developed to replace the manual system using the latest technology nowadays. A good system helps to make the process of storing data easier and managing the records efficiently. Replacing the manual system with the computerized system required a lot of effort of adaptation to a new environment.

Some of the implementation tools can be used are ASP, JAVA, and PHP. The client-server architecture is needed to develop the computerized system.

### **2.2 Background**

F.S.K.T.M S.H.O.P is a place where the student can submit their assignment/project. Students put their assignment/project inside the pigeonhole that has been assigned for each subject. The lecturer collects the assignments/projects from the S.H.O.P after the due time of submission. After finished marking them, the lecturer put it back at the S.H.O.P to be collected by the student.

S.H.O.P is a unique place in UNIMAS because it is can only be found in F.S.K.T.M. The other faculties do not have a specific place to submit assignment/project at the faculties. Instead, they have to hand over the assignment/project to the lecturer room.

## **2.3 Implementation Tools**

There are many implementation tools can be used to develop a computerized system for this project. This is a client and server system which server searches the data and sends it back to the client. As a matter of fact a client server system is a special case of a co-operative computer system. All such systems are characterized by the use of multiple processes that work together to form the system solution.

### **2.3.1 ASP**

ASP stands for Active Server Pages. It is a program that runs inside Internet Information Services (IIS). ASP is a Microsoft Technology.

ASPs are server-generated pages, which can call other programs to run program like access database, serve different pages to different browsers (<http://www.hotwired.lycos/webmonkey/98/39/index2a.html>).

ASP is efficient since it can write code directly to the server's application program interface. It allow server side scripting.

It enables programmer to make dynamic and interactive web pages. The default scripting language used for writing ASP is VBScript, although you can use other scripting languages like JScript (Microsoft's version of JavaScript).

Active Server Pages is an open, compile-free application environment in which you can combine HTML, scripts and reusable Active X server components to create dynamic and powerful Web-based business solutions. Active Server Pages enables

server-side scripting for IIS with native support for both VBScript and Jscript (<http://www.microsoft.com/workshop/server/asp>).

### **2.3.2 JAVA**

The JAVA programming language helps write more powerful programs that run in the browser, from the desktop, on a server, or on a consumer service. JAVA programs are on program called JAVA Virtual Machine JAVAVM. JAVA is web-enabled and network savvy.

JAVA's client-server library is easy to use because ordinary mortals can do network programming. It has automatic memory management. JAVA is rich with powerful standards libraries (<http://www.corewebprogramming.com>).

JAVA technology has grown that include the portfolio of specialized platforms such as JAVA2 Platform, Standard Edition and JAVA2 Platform, Enterprise Edition.

### **2.3.3 PHP**

PHP is a server scripting language. It stands for PHP: Hypertext Preprocessor. Programs in PHP are included in amongst the normal text of HTML pages. These programs executed by a PHP enabled WWW server. The PHP is based on C language in UNIX environment.

Its flexibility and relatively small learning curve (especially programmers who have a background in C, Java, or Perl) make it one of the most popular scripting languages around (K.Glass, 2004).

The advantage of PHP is the inclusion of a very a very large number of library routines including oracle and MySQL. PHP was a legitimate development solution and began to be used for commercial web site.

#### **2.3.4 Apache Server**

Apache Web server is one of the most popular Web server. Its main job is to parse any file requested by a browser. Then it will display the correct results based on the code within the file. It works best in UNIX environments, but it runs well under Windows. It can be used to host a Web site to the general public, or a company-wide intranet. It makes use of third-party modules.

Apache is a great Web server. It is extremely quick and amazingly stable (Bulger, 2004).

#### **2.3.5 Microsoft Personal Web Server (PWS)**

This is an application that allows a computer to become a simple web server. It will create a client server environment. The server will contain the homepage and main system itself. PWS supports Active Server Page (ASP). It can support up to 10connections at a time and no longer supports FTP. It is ideal or small business workgroups.

### **2.3.6 Microsoft Information Internet Server (IIS)**

It uses ASP scripting or building its web pages and can support VBScript and Jscript++. It helps organizations increase Web site and application availability while lowering system administration costs.

### **2.3.7 Macromedia Dreamweaver MX**

Macromedia Dreamweaver MX is the next generation of Macromedia's leading design and development platform. It is the integration of top-notch design tools and great server-side programming functionality. It can create sophisticated data-driven applications. Using the tools it provides, information such as text can be entered directly onto the page and then customizing the working environment.

### **2.3.8 MySQL**

MySQL is the most popular open source SQL database that is free or many uses. MySQL is a relational database management system in which basically means that it can store data in separate tables.

Its acceptance was aided in part by the variety of other technologies such as PHP, Java, Perl, Python, and the like that have encouraged its use through stable, well documented modules and extensions (Converse, 2004).

It is a non-procedural language, user specifies what must be done but does not have to know the physical storage format and activities take place. It allows user to create table structures and database as well as defined access rights to database.

### **2.3.9 Microsoft Access**

Microsoft Access is a database program that is useful for a small to medium-sized applications. It is a stand alone product and also a part of the Microsoft Office Package. ASP can integrate with Microsoft Access in order to manipulate the data stored.

## **2.4 Review of the Existing System**

### **2.4.1 The F.S.K.T.M S.H.O.P Manual System**

The manual system is very simple but it is not safe. When the students hand over their assignment/project to the S.H.O.P they put it into the pigeonhole. Even if they submit their assignment/project late the lecturer could not detect it. And sometimes students claim that they already submit their assignment/project, but when the lecturer collects them at the S.H.O.P, the assignments/projects could not be found. It hard to find out the truth since there is no proves.

For the lecturer, they have to collect their student's assignment/project after the due time. After the lecturer finish marking them, they have to return it back to the student. This is because the policy states that the lecturer cannot keep their student assignment/project. Most of the time lecturer will put the assignment/project at the S.H.O.P again and the student can take them back. There is another problem occurs because some student could not find their assignment/project at the S.H.O.P. This is because somebody else might take the assignment/project.

By developing computerized assignment/project submission system these problem can be solved. The system will have a record of the time when the student submit

their assignment/project, the confirmation that the lecturer have collect the student assignment/project, and also a record of the student who already takes back their assignment.

#### **2.4.2 The Hong Kong Polytechnic University: School of Nursing**

The manual system also implemented at the School Nursing, Hong Kong. This system is similar with manual system at the F.SK.T.M S.H.O.P. But there some differences. For this system, all students are required to submit his/her assignment with the prescribed Assignment Cover Page. They must submit their assignment to the Enquiry Counter in General Office during office hours, within the specified period of time set by the subject lecturer. After the submission, the student will be given a receipt on the spot as a proven that she or he had submitted the assignment.

If it is not a working hours, the students can submit their assignment through the Assignment Box, but no receipt will be provided. A date chop will be stamped on each assignment and delivered to the respective lecturer subsequently. Late submissions will be given a penalty. The student has to submit a written application to the subject lecturer for approval if the late submissions are due to illness or other circumstances beyond hid/her control. All late submissions of assignment will be confined to within 3 working days after the deadline. One grade level will be deducted from assignment submitted after the deadline. After the third working day following the deadline, no assignment will be accepted (<http://www.nhs.polyu.edu.hk/nhs/hand/dsh.html>).